We Claim:

1.   A method for playing a card game according to the rules thereof comprising:

providing a data processor including a first data structure storing data representing at least one deck of N playing cards according to the rules of the game:

configuring the playing card data into a random, serial order;

a player making wagers and playing a series of hands;

for each hand of play, selecting data from the first data structure and displaying at an electronic display data representing an initial holding of at least two playing cards, said data selected in order from the serially arranged deck data;

completing the initial holding to a final holding according to the rules thereof by at least one of (1) receiving additional cards or (2) replacing selected cards, said processor for any additional or replaced card selecting and displaying one or more cards selected in order for the serially arranged deck data to define said final outcome, card combination;

displaying the constituency of the deck data depleted of said displayed cards; and

determining if the players final outcome is a winning or a losing outcome and issuing an award corresponding to a winning outcome.

2.   The method of claim 1 comprising displaying the constituency of the deck data at the completion of each hand of play.

3.   The method of claim 1 comprising displaying the constituency of the deck data after the selection and display of card data.

4.   The method of claim 1 comprising counting the number of card data selected and displayed during the play of a series of outcomes and at a predetermined count X and before the play of the next hand reconstituting and reconfiguring the deck data into a new, random, serial order of N card data.

5.   The method of claim 4 comprising the player prompting reconstitution and reconfiguration of said deck data.

6.   The method of claim 1 further comprising displaying the deck constituency data in a table.

7.   The method of claim 6 further comprising displaying the deck constituency data in a table including the values and suits corresponding to said card data.

8.   The method of claim 1 comprising counting the number of card data selected and displayed during the play of a series of outcomes and reconstituting and reconfiguring the deck data into a new, random, serial order of N card data before the play of the next hand in response to the first of (1) the display of a predetermined count X of card data or (2) the display of data representing a trigger.

9.   The method of claim 1 comprising counting the number of card data selected and displayed during the play of a series of outcomes and reconstituting and reconfiguring the deck data into a new, random, serial order of N card data before the play of the next hand in response to the first of (1) the display of a predetermined count X of card data, (2) the display of data

representing said trigger or (3) the player prompting reconstitution and reconfiguration.

10.   The method of claim 1 further comprising configuring said processor to display a pay table corresponding to each winning outcome and the corresponding award and to reconfigure the displayed pay table where deck depletion eliminates a winning outcome.

11.   An electronic device for playing a hands of a card game according to the rules thereof utilizing data representing a deck of N playing cards:

a first data structure storing data representing each playing card of said deck;

a processor, said processor configured to include means for randomly arranging said playing card data into a random, serial order;

a video display;

means for a player to make a wager and prompt play of the game;

said processor, in response to prompting, configured to select and display at said display data from said first data structure representing a predetermined number of cards selected in order from said arranged data inventory to define an initial holding;

a control device for completing said initial holding according to the rules thereof by at least one of (1) replacing at least one card of the initial holding or (2) selecting additional cards, said processor configured to select and display at said display from said first data structure data representing each

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